SNSP - 3C - UKV

CHOPLIFTER III

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

INSTRUCTION BOOKLET

ocean

CHOPLIFTER III

The year is 1998 and world terrorism has hit a new peak. Governments are helpless to do anything about it. From the depths of the terrorist underworld a new power has emerged. They go by the name of the New World League (NWL).

The NWL wanted to get their message across to the world that they were the ultimate power and in a daring series of raids captured all the world leaders and carefully hid them in separate locations that were strategically dotted all over the world.

The crippled super powers were brought to their knees!

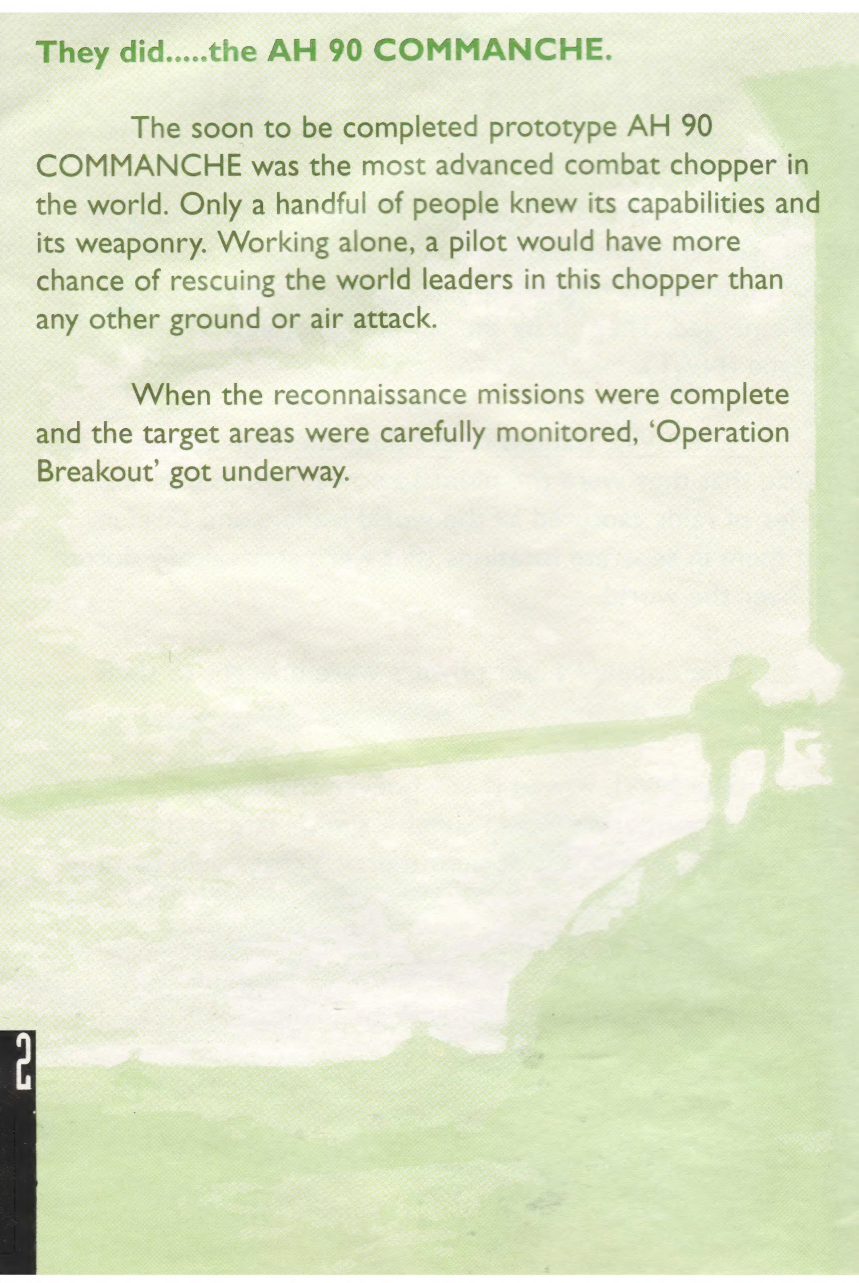
The NWL vowed that whoever challenged the might of their organisation would suffer a similar fate as the leaders. The world was at their mercy. What could be done to stop the NWL?

The world's most prominent military minds got together to try and come up with an answer.

They did.....the AH 90 COMMANCHE.

The soon to be completed prototype AH 90 COMMANCHE was the most advanced combat chopper in the world. Only a handful of people knew its capabilities and its weaponry. Working alone, a pilot would have more chance of rescuing the world leaders in this chopper than any other ground or air attack.

When the reconnaissance missions were complete and the target areas were carefully monitored, 'Operation Breakout' got underway.

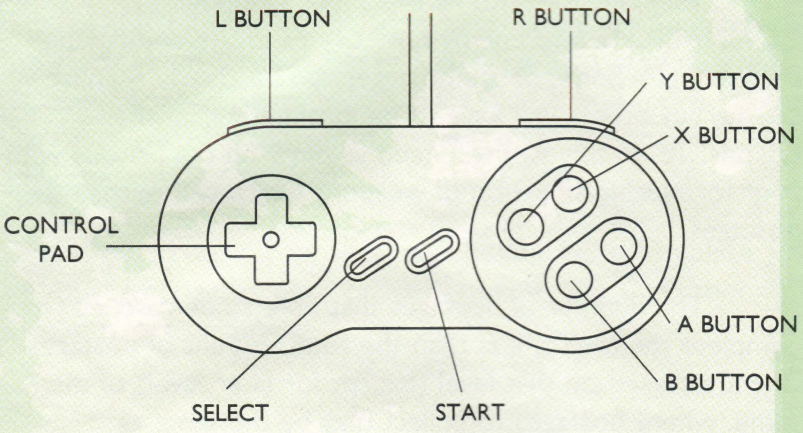


THE OBJECTIVE

Your mission is to fly the Super Chopper COMMANCHE into enemy territory to locate and rescue the hostages. Some of the hostages can be clearly seen from the air, but others will have to be 'broken out' of their prisons. To do this you will need to blow up the prisons with your formidable selection of weapons which will release the hostages.

The number of hostages that have to be rescued to complete the level is less than the total amount of hostages that are placed on that level (except for later levels of the game, where hostages to collect may be the same as hostages available). This is so that the level can still be completed if some of the hostages are accidentally destroyed by either side - the player has the option to collect all the hostages in a level to gain extra bonus points. To collect the hostages, you will need to land the chopper in a safe place and they will then run towards you and climb in. In some levels you may need special equipment to get the hostages on board your chopper when it is not possible to land. When you have collected the hostages, you will have to return to the home base to drop them off to continue your mission.

PLAYER CONTROLS



B BUTTON - Fires the player's standard weapon.

Y BUTTON - Fires the player's currently selected special weapon.

X BUTTON - Flips between the various weapons that are currently held.

CONTROL PAD - Moves the chopper in all directions.

START BUTTON - Pauses the game.

LEFT BUTTON - Rotates the chopper left by 90 degrees.

RIGHT BUTTON - Rotates the chopper right by 90 degrees.

GAME OPTIONS

DIFFICULTY LEVEL -	Normal, Practice
NUMBER OF LIVES -	4 or 6 (default 4)
CONFIGURE CONTROLS -	A, B, X, Y - Fire
A, B, X, Y -	Fire Special
A, B, X, Y -	Change Special
TURN THE CHOPPER -	Left/Right buttons on control pad.
MUSIC -	On/Off
SOUND MODE -	Stereo/Monaural

PASSWORD

The player can access each sector of the game by using the password entry. When each sector has been completed a password will be given to enable the player to begin on that sector again at any given time. The password system allows the player to continue on from his last achievement without having to begin the game again.

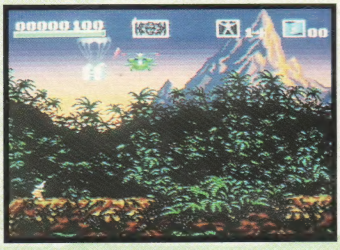
PLAYING THE GAME

Once you have made your selections from the options screen you will be taken into the briefing room. The top half of the screen is a large projector screen on which a map will be displayed. On the bottom half of your screen is your commander who is briefing you on your mission.

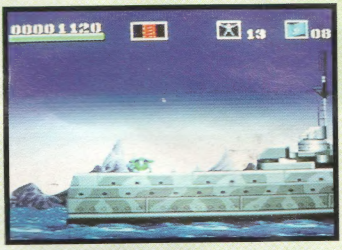
The map is an overview of all four sectors that you have to rescue the hostages from in order to finish the game. The sectors on the map can be zoomed in on to give you a closer look at the area you will be entering.

GAME SECTORS

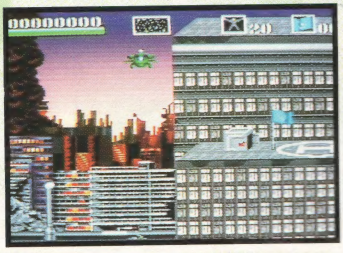
SECTOR ONE: THE AMAZON JUNGLE



SECTOR TWO: THE NAVAL ARMADA

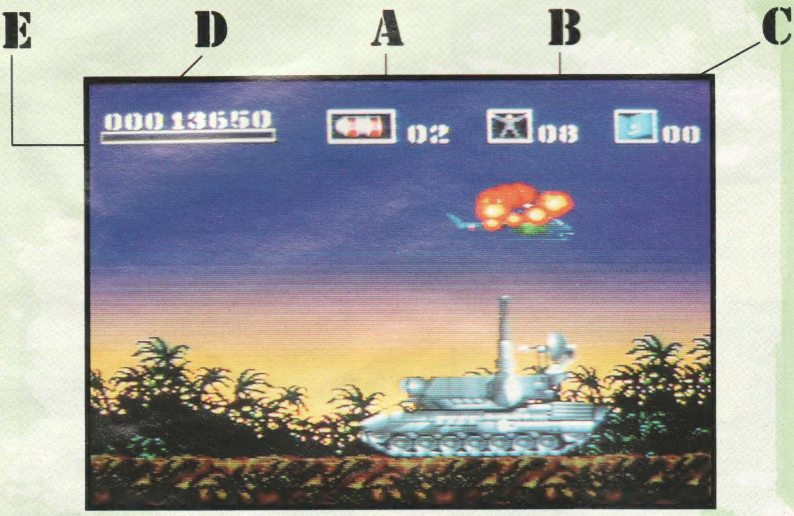


SECTOR THREE: MIDDLE EASTERN CITY



SECTOR FOUR: DESERT HEADQUARTERS

PANEL DISPLAY



A. SPECIAL WEAPON currently selected. Also displayed is the number of shots remaining for that weapon. Pressing the X BUTTON will cycle through the currently held special weapons.

B. NO. OF HOSTAGES required to complete current level.

C. NO. OF HOSTAGES currently held IN the CHOPPER (to a maximum of 10).

D. PLAYER'S SCORE.

E. DAMAGE BAR. Each enemy will cause different amounts of damage to the chopper which will be shown on the damage bar. The damage bar will also change colour according to the amount of damage that has been sustained. Green is high level of energy, Orange shows that you are on medium energy and Red indicates that you are getting dangerously low on energy. The damage bar will begin to flash when the energy bar reaches the dangerous red area.

HOSTAGES

Hostages are the key to CHOPLIFTER III. Each level contains a fixed amount of hostages (which varies between levels).

The number of hostages that have to be rescued in order to successfully complete the level will be less than the total amount of hostages that have been placed on that level (except in later levels). The reason for this is twofold; firstly, it gives you a chance to be able to complete the level even if you or the enemies have eliminated some of the hostages. Secondly, it gives you the option of collecting all the hostages on a particular level to earn bonus points above what would otherwise be given.

To begin with, most of the hostages will be hidden in the bases - only a few will be roaming free. It will be up to you to destroy the bases in order to release the hostages and be able to return them to Home Base.

The hostages will always be running right and left, and will stop occasionally and wave towards the chopper. Once the chopper has landed, the hostages will run towards it - but be careful, as the enemies have been told "no-one must leave alive!"

When the chopper returns to Home Base with the hostages, they will hop out of the chopper and run towards the Base.

PICK-UPS

Pick-ups are available on every level of CHOPLIFTER III.

Pick-ups may be dropped from a plane high in the sky or appear after an enemy has been destroyed. Crates attached to a parachute will drop from the sky and you will have to shoot the crate to expose and collect the pick-up. Exposed pick-ups will be available to collect while in the air and for a limited time on the ground. If you shoot the parachute instead of the crate, the pick-up will drop to the ground and will not be available to collect.

Each weapon pick-up and power-up will only be able to be used for a limited amount of time before it runs out.

Each time you collect a new pick-up, that weapon will be replenished by an amount for that pick-up - i.e. bomb, missiles, napalm, cluster bombs, homing missiles are all 3 per

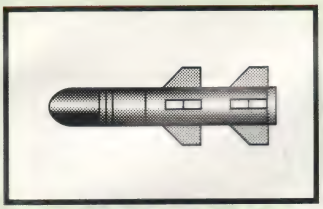
pick-up; Chaff and Flare, Nuclear Bomb and Shield are 1 per pick-up. The Rope has unlimited use within the Naval section.

In addition, all the pick-ups have maximum amounts that you can carry at any one time. You will never be able to carry more than the maximum, regardless of how many pick-ups you collect.

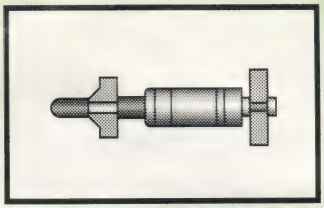
PICK-UP MAXIMUMS:-

Missiles	**5**
Bombs	**5**
Cluster Bomb	**5**
Rope	**1**
Shield	**3**
Homing Missiles	**5**
Chaff & Flare	**3**
Nuclear Bomb	**2**
Napalm	**5**
Life	**1**

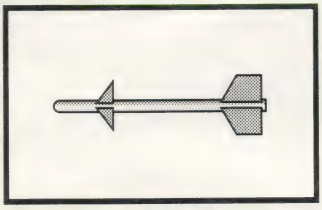
WEAPONS:



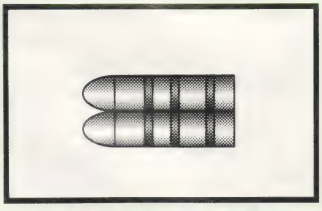
NUCLEAR BOMB



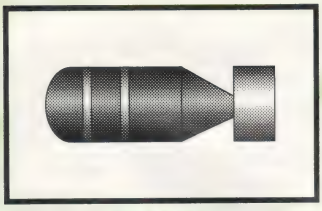
HOMING MISSILES



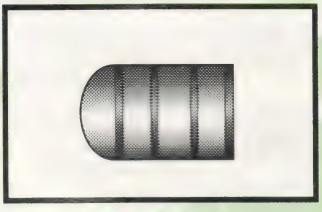
MISSILES



CLUSTER BOMB

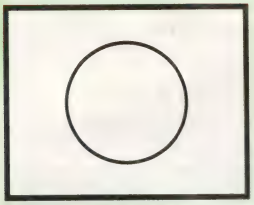


BOMB



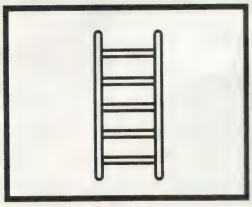
Nnapalm

POWER-UPS:

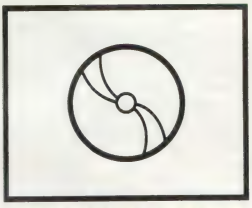


SHIELD

CHAFF &



ROPE &
LADDERS



BONUS LIVES

HOME BASE

Each level of each sector has a Home Base where the game begins and ends. You begin at the Base and fly off to rescue the hostages and return them back to the Home Base. Your score is based on the number of hostages returned to the Base. There is a minimum number of hostages required to be rescued to be able to finish each level.

Once you have rescued the hostages and completed a level, you will be taken back to the briefing room to select another target within the sector until all targets (levels) have been completed. You will then be able to move on to another sector of the game.

REPAIR DEPOTS

During the game your chopper will take damage from enemy fire and general wear and tear. You will be able to stop and get damage repair at certain areas throughout the game. When you land your chopper, the repair man will run out to begin his work. Your energy bar will indicate the level of repair done. You may only get your chopper repaired once on any one level.

The amount of energy available at each level will vary according to the difficulty level, and the world you are currently playing. For instance, more energy will be available in the Jungle level than in the City or Desert levels.

SCORING

You can earn points for shooting and destroying enemies and for rescuing the hostages. In addition you will earn bonus points for any hostages rescued over and above the required amount to complete the level.

If every hostage available in the level is rescued, a further bonus will be earned.

LIVES

The options screen allows you to select the number of lives you would like for the game. If this is not selected, the game will automatically default to 4 lives.

Each time your damage bar runs down to zero, a life will be lost and you will begin the level again.

CREDITS

PROGRAMMING:	Graeme Scott
ENEMY SCRIPTS:	Darren Bremner, Shane Lontis
GRAPHIC ART:	Grant Arthur, Mark Maynard
GAME DESIGN:	James Halprin
WORLD DESIGN:	Ian Malcolm, Andrew Scott, Arthur Kakouris
GAME TESTING:	Brian Uniacke, Shane Collier, Steven Scott
PRODUCER:	Sue Anderson

© 1983 Broderbund Software Inc. All Rights Reserved.
© 1993 Beam Software PTY Ltd.

OCEAN EUROPE LTD.

Columbia Tristar Home Video UK
Fourth Floor
Horatio House
77-85 Fulham Palace Road
London W6 8JA

Columbia Tristar Home Video
Marshalsea Court
20/23 Merchants Quay
Dublin 8

© 1983 Broderbund Software Inc. All rights reserved.
© 1993 Beam Software PTY Ltd.

PRINTED IN JAPAN